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B·O·O·K·MAN™

ADVANCED THESAURUS

User's Guide

ATH-440

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Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and the ability to use books in cartridges. With your new Franklin *Advanced Thesaurus* (ATH-440), you can find a total of more than 500,000 synonyms, antonyms, Classmates™, and Confusables™. You can also play three exciting word games at different skill levels. Read this User's Guide to learn how!

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Key Guide

Function Keys

CLEAR Clears the word you entered.

MENU Shows the menu.

SKILL **(red)** Shows the game skill levels.

CONF **(green)** Shows Confusables (words that you may confuse with others).

GAMES **(yellow)** Shows games you can play.

HINT **(blue)** Provides hints during games.

CARD Exits the selected book.

ON/OFF Turns BOOKMAN on or off.

➤ Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other BOOKMAN books have their own color key functions, which are labelled on their keyboards or cartridges. To learn more, see "Using the Color Keys."

Other Keys

BACK Erases a letter, shows a previous screen, or unhighlights a word.

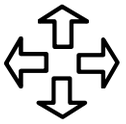
CAP Shifts keys to type capitals.

ENTER Looks up a word, selects a menu item, or highlights a word.

HELP Shows a help message.

? * Types a **?** to stand for a letter in a word (shifted, types an * to stand for a series of letters).

Direction Keys



Scroll text, or move the cursor or the highlight.

UP / DN Page down or up.

SPACE Types a space, or pages down in thesaurus entries and help.

Star Key Combinations*

☆ + CARD Sends a word between books.

☆ + DN or UP Shows the next or previous thesaurus entry.

* Hold ☆ while pressing the other key.

Installing Batteries

The BOOKMAN 440 model uses two CR2032, 3-volt batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from BOOKMAN, information that you have entered in its built-in book as well as in any installed book cartridge will be erased.

1. **Turn BOOKMAN over.**
2. **Slide off its battery cover in the direction of the triangle.**
3. **Install the batteries with their plus signs facing you.**
4. **Replace the battery cover.**

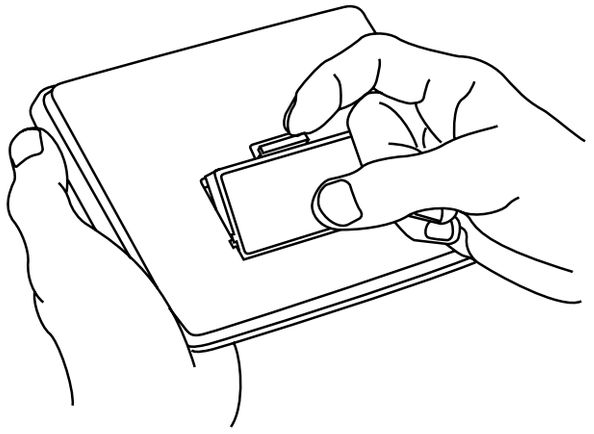
➤ Resuming Where You Left Off

You can turn off BOOKMAN at any time. When you turn BOOKMAN on again, the screen that you last viewed appears.

Installing Cartridges

Warning: Never install or remove a BOOKMAN cartridge when your BOOKMAN is on. If you do, information you have entered in the built-in book as well as in the cartridge will be erased.

1. **Turn BOOKMAN off.**
2. **Turn BOOKMAN over.**
3. **Align the tabs of the cartridge with the notches in the slot.**



4. **Press the cartridge down until it snaps into place.**

➤ Removing Cartridges

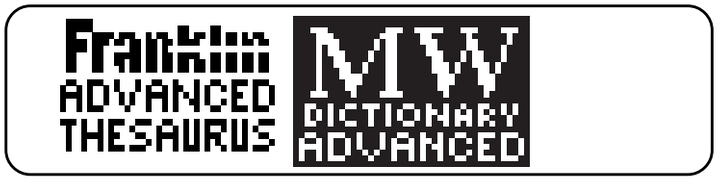
Warning: When you remove a BOOKMAN cartridge to install another, information that you entered in the removed cartridge is erased.

Selecting Books

Once you have installed a cartridge in your BOOKMAN, you can select which book you want to use.

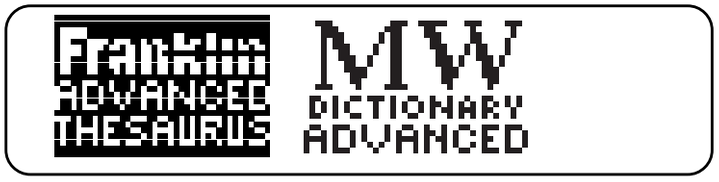
1. Turn BOOKMAN on.

2. Press CARD**.**



These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.



4. Press ENTER **to select it.**

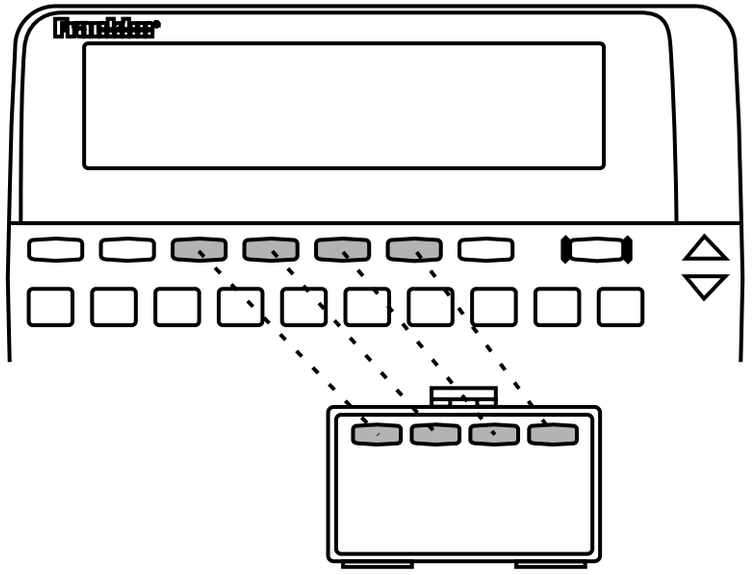
➤ About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Color Keys

The red, green, yellow, and blue keys change functions according to which book you are using.

When you have selected and are using the built-in book, the color keys function as labelled on the keyboard. When you are using a BOOKMAN cartridge, the color keys function as labelled on that cartridge.

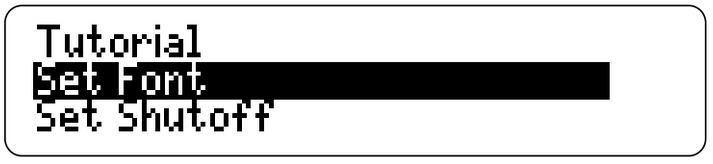


Remember, when you have selected and are using a BOOKMAN cartridge, the color keys function as labelled on that cartridge, not as on the keyboard.

Changing Settings

You can adjust the font size and shutoff time of this book. The font size sets how large the letters appear on screen. The shutoff time sets how long your BOOKMAN stays on if you forget to turn it off.

1. **Press CLEAR.**
2. **Press MENU.**
3. **Press ⇩ to highlight *Set Font* or *Set Shutoff*.**



4. **Press ENTER.**
5. **Press ⇩ to highlight a setting.**

   To leave the settings as they are, press BACK.
6. **Press ENTER to select it.**

➤ Changing the Contrast

When you're using the ATH-440, you can change the BOOKMAN's screen contrast by pressing CLEAR and then repeatedly pressing ⇧ or ⇩.

Viewing a Demonstration

When no book cartridge is installed in your BOOKMAN, a demonstration automatically appears after you select this book. To stop the demo, press CLEAR. To disable it, press MENU and then select *Disable Demo*. To re-enable it, select *Enable Demo*.

When a book cartridge is installed, select *View Demo* from the menu to view the demo.

➤ Help is Always at Hand

You can view a help message at virtually any screen by pressing HELP. Press ⇩ or to read it. To exit help, press BACK.

To read about what the keys do when you're using this book, press MENU and then select *Tutorial*.

➤ Just Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to view more text.

Finding Synonyms

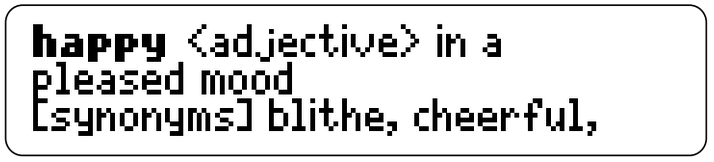
To look up synonyms, simply type a word and then press ENTER. Try this example.

1. Press CLEAR.

2. Type a word (e.g., *happy*).

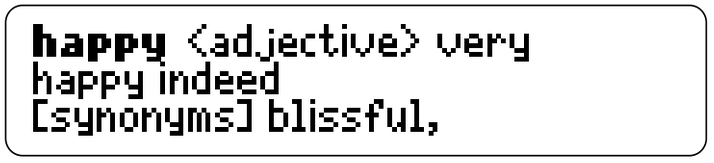
To type capitals, hold CAP.
To erase a letter, press BACK.
To move the cursor, press ⇦ or ⇨.

3. Press ENTER to view its first thesaurus entry.



4. Press ⇩ or to read.

5. Hold ☆ and press repeatedly to view its next entries, if any.



To view a previous thesaurus entry, hold ☆ and press .

6. Press CLEAR when done.

➤ Understanding Thesaurus Entries

When you see *THES* flash in the upper right of the screen, the entered or highlighted word has a thesaurus entry. Each thesaurus entry begins with the word's part of speech (noun, verb, adjective, etc.) and a brief definition.

Then synonyms, Classmates, and antonyms, if any, are listed. Classmates are words related by subject or class. Special uses, such as slang, Briticisms, and technical words, are noted in brackets.

➤ Selecting Multiple Forms

When you enter a word that has more than one form, a word list appears. Highlight the form you want and then press ENTER to select it.

➤ Viewing Next Entries

When a word has more than one thesaurus entry, you can view a next entry by scrolling or paging down at the end of an entry.

Correcting Misspellings

Don't worry if you misspell a word. Corrections automatically appear.

1. Press CLEAR.

2. Type a misspelled word (e.g., *ecskwizzit*).

3. Press ENTER.

4. Highlight a correction.

5. Press ENTER to view its thesaurus entry, if any.

6. Press CLEAR when done.

➤ Finding Spellings and Words

If you're not sure how to spell a word, or want to find a list of similarly spelled words, type a question mark in place of each unknown or variable letter (e.g., *conc??ve*). Then press ENTER. You can also type an asterisk in place of a series of letters (e.g., *conc*ve*.) To type an asterisk, hold CAP and press ?*.

Finding Confusables™

Confusables are words that sound alike or are spelled similarly. When you see *CONF* flash in the upper right of the screen, the entered or highlighted word has Confusables. Try this example.

1. Type *rein*.

2. Press ENTER.

Notice that *CONF* flashes.

3. Press CONF.

Each Confusable is followed by a word identifying its meaning.

4. Press ENTER to start the highlight.

5. Press the arrow keys to highlight a word.

6. Press ENTER to view its thesaurus entry.

7. Press CLEAR when done.

Highlighting Words

Another way to find synonyms and Confusables is by highlighting words in thesaurus entries. Try this example.

1. **Type *demeanor.***
2. **Press ENTER.**
3. **Press ENTER again.**

   Notice the highlight. You can turn it off by pressing BACK.
4. **Press the arrow keys to highlight a word (e.g., *air*).**

5. **Press one of these keys:**

To View...	Press...
its thesaurus entry	ENTER
confusables, if any	CONF

6. **Press BACK to go back to the highlighted word.**
7. **Press CLEAR when done.**

Sending Words

You can look up words from this book in certain other BOOKMAN books, and vice versa.

To send or receive a word to or from another book, you must first install a book cartridge in your BOOKMAN, and that cartridge must be able to send or receive words, too. To learn if a cartridge can send or receive words, read its User's Guide.

1. **Highlight a word in this book.**

   To highlight a word in a list, press the arrow keys.

   To highlight a word in text, press ENTER and then press the arrow keys.
2. **Hold ☆ and press CARD.**
3. **Highlight the other book.**
4. **Press ENTER.**

   The word that you highlighted appears in the other book.
5. **Press ENTER to look up the word.**

Playing the Games

Picking Levels and Games

You can pick a skill level before you play or during a game. If you pick a level during a game, the new level does not take effect until the next round begins.

- To pick a skill level, first press SKILL. Then highlight a level and press ENTER to select it.
- To pick a game, first press GAMES. Then highlight a game and press ENTER to start playing.

Playing Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, before the little man is hanged. Simply type your letter guesses. The number of wrong guesses you can make appears to right of the #'s.

To end a round, press ?* . To view the thesaurus entry of the word, press ENTER. Then press BACK to go back to the game.

Playing Anagrams

Anagrams challenges you to find anagrams of a word. (An anagram is a word formed from all or some of the letters of another word.)

To play, type an anagram and then press ENTER. Use the arrows to view anagrams you've already entered.

To end a round and reveal the remaining anagrams, press ?*. After a round , you can press ENTER and ⇩ to highlight a word. Then press ENTER to view its thesaurus entry. Press BACK to go back to the game.

NOTE: Each letter can only be used in an anagram as many times as it appears in the selected word. Each anagram must be a specified minimum length, which flashes on the screen before each round. The number of possible anagrams is shown on the right side of the screen.

Playing Word Train™

All aboard! You and the Word Train take turns typing letters to form a word. Whoever types the last letter wins.

Press ? * to end a round and reveal the word. Press ENTER to view the thesaurus entry of the word.

➤ Keeping Score

After each round of Hangman and Word Train, the number of rounds that you have won and lost appears.

➤ Getting Hints

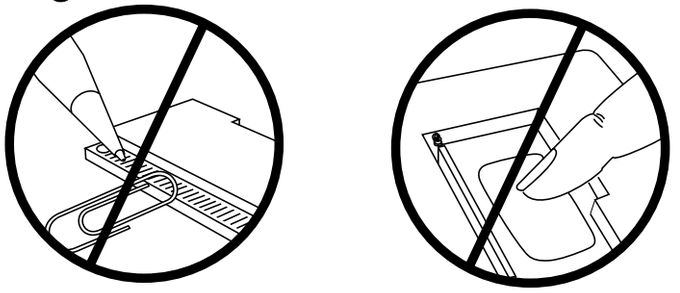
You can get hints during the games by pressing HINT. In Hangman, letters in the mystery word are revealed. In Anagrams, the letters are shuffled. In Word Train, possible next letters are displayed.

NOTE: If you ask for a hint, the game continues but you cannot win the round. To win rounds, you must play without hints.

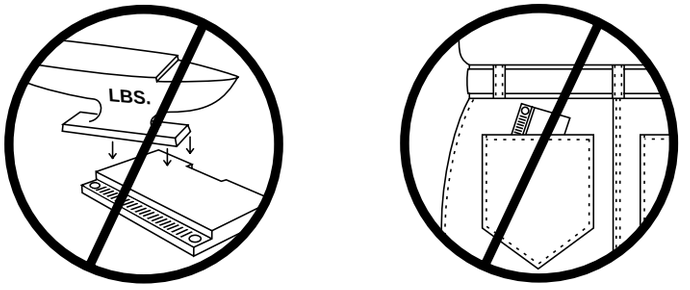
Cartridge Care

- **Do not touch the metal contacts on the book cartridges.**

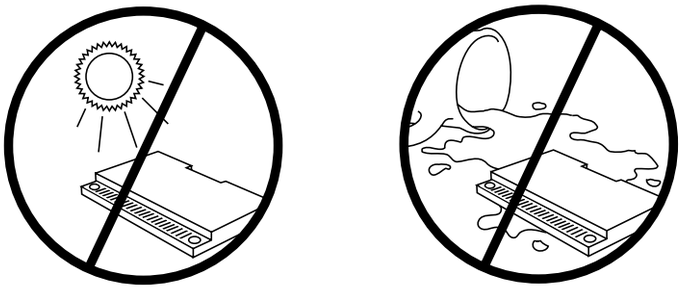
  Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a cartridge or built-in book.



- **Do not put excessive pressure on the book cartridges.**



- **Do not expose the book cartridges to heat, cold, or liquids.**



Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press CLEAR and then press ON/OFF twice. If nothing happens, follow the steps below.

Warning: Pressing the reset button with more then very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book and in an installed cartridge.

1. Hold CLEAR and press ON/OFF.

If nothing happens, try Step 2.

2. Use a paper clip to *gently* press reset button on BOOKMAN.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the cartridge slot.

➤ Troubleshooting Tips

- Check that the book cartridge, if any, is installed correctly.
- Check that the cartridge's metal contacts are dirt-and dust-free.

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Specifications

Model: ATH-440

- batteries: 2 CR2032, 3-volt lithium
- size: 12 x 1.4 x 8.3 cm
- weight: 4 oz

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U.S. Patents 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 4,982,181; 5,153,831; 5,229,936; 5,295,070; 5,321,609; 5,333,313; European Patent 0 136 379. Pat. Pend.
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